Numbers to Remember

Emergency 911

Dispatch 801-799-3000

Sandy Police 801-568-7200

Sandy Fire 801-568-2930

Sandy Graffiti Hotline 801-568-2900

Sandy Animal 801-352-4450

Services

Tip-A-Cop 801-568-4636

Crime Prevention 801-568-7200



Sandy City Police Department Crime Prevention Unit 10000 South Centennial Parkway Sandy, Utah 84070 Phone: 801.568.7200

www.sandy.utah.gov/police

Sandy City Police Department Crime Prevention Unit



Vehicle Burglary

Rev 05-2016 SP-0347

Prevent Vehicle Burglaries

Two very common crimes committed in Utah are:

- 1. Theft *from* a vehicle.
- 2. Theft of a vehicle.

On average, it only takes 7 seconds to enter a vehicle and 90 seconds to complete the theft from a vehicle.

Most of these crimes can be prevented by doing the following:

- Lock your car doors and trunk.
- Roll windows all the way up.
- Never leave valuable items in your car, especially when they can be seen simply by looking through a window.
- Be alert to your surroundings. Park in well lit and well traveled areas.



Don't make it easy for a thief to steal your wheels!

- Never leave your car running while unattended.
- Never leave your keys in the ignition or in your car.



 Install a mechanical device that locks to the steering wheel, column, or brake to prevent the wheel from being turned more than a few degrees.



 Copy your tag number and vehicle identification number (VIN) on a card and keep them with your driver's license.

You can substantially lower the risk of your vehicle being stolen or broken into by using these preventative tips

Most Commonly Stolen Items

- Money, credit/debit cards, and checkbooks.
- Wallets and purses (even hidden under the seat or in glove compartment).
- Backpacks, gym bags, luggage, and briefcases.
- Laptop computers, portable music devices, and docking stations.
- Cell phones and chargers.
- Portable GPS navigation systems.
- Stereo/CD players, faceplates, amplifiers, and speakers.
- Jewelry, keys, and tools.
- Mail and car registration (for identity theft).
- Anything of value.



